California Games™

English

CBM 64/128 CASSETTE:

Press SHIFT and RUN/STOP keys together and press PLAY on the cassette recorder. The cassette is recorded with three events on side 1 and three events on side 2. The cassette files are sequential, if you want to load and play an event which is before the point where you are on the tape, you must rewind the tape before attempting to load it. E.g. If you have loaded and played FootBag and you want to play Half Pipe Skateboarding, the cassette must be rewound to a position before Half Pipe Skateboarding. The order of events is in the options menu. It may help in positioning the tape if you zero the tape counter after loading the main menu and make a note of the counter reading after each event.

After completing event no. 3 insert cassette side 2, rewind and press PLAY.

To abort any event whether competing or practising press RUN/STOP and hit RESTORE. The menu will automatically be reloaded from cassette.

SPECTRUM CASSETTE:

Type LOAD** and press ENTER. Press PLAY on the cassette recorder.

AMSTRAD CASSETTE:

Press CTRL and SMALL ENTER. Press PLAY on the cassette recorder.

ATARI ST:

Insert disk I into drive and switch on the computer. Joystick control recommended.

CBM AMIGA:

Insert program disk into drive and turn on computer.

IBM/PC:

Insert disk into drive A label side up. At A: prompt type CAL GAMES and press the ENTER key. CONTROLS: Use the keyboard to emulate the joystick as follows:

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        KEYPAD              JOYSTICK

         7 8 9
         4 5 6      =
         1 2 3
```

SPACE BAR and 0 key = FIRE BUTTON
CTRL - S = toggle sound on/off.
CTRL - Esc = return to main menu.
N.B. ATARI ST, CBM AMIGA and IBM/PC users follow instructions for CBM64/128.

Starting Play

When the CALIFORNIA GAMES title screen appears, press the FIRE BUTTON on your joystick to continue to the menu screen. The CALIFORNIA GAMES menu offers a choice of six options on the CBM64 and seven on the Spectrum and Amstrad. To make a selection, use your joystick to move the cursor to your choice, then press the FIRE BUTTON. You may also select an option by typing the corresponding numbered key.

OPTION 1: Compete in All Events Compete in all six events. The number of trophies awarded to each player is tallied as you compete, and a special trophy is awarded to the overall champion at the conclusion of the last event. You'll compete in the events in this order: Half Pipe Skateboard, Foot Bag, Surfing, Skating, BMX Bike Racing and Flying Disk.

• You'll first be asked to enter your name and a sponsor.
• Type your name on the keyboard and press the RETURN/ENTER key.
• Use the joystick (CBM 64)/cursor keys (Spectrum/Amstrad) to move the cursor to the sponsor of your choice, then press the FIRE button to pick that sponsor.
• Repeat the name and sponsor selection for each additional player up to eight (CBM 64)/Tour (Spectrum/Amstrad). When all players' names and sponsors have been entered, press the RETURN/ENTER key again.
• A verification screen will appear. If all the names are correct, select YES or NO with the control keys. CBM 64: Joystick—select YES and press the FIRE button or type A. If you need to make any changes select NO or type B.

OPTION 2: Compete in Some Events Similar to Option 1, but you compete in the events of your choice.

• Choose the event(s) a) CBM 64—type the corresponding numbered key or move your joystick and press the FIRE button. b) SPECTRUM/AMSTRAD—move your control keys and press the FIRE button.

The events you choose will be displayed in purple (CBM 64)/yellow (Spectrum/Amstrad).

• When you are finished choosing the events move the cursor to the word DONE and press the FIRE button. Spectrum/Amstrad: You will then be asked to enter your name and pick a sponsor.

OPTION 3: Compete in One Event

Similar to Options 1 and 2 but you compete in any single event of your choice.

• CBM 64—Choose the event by typing the corresponding numbered key or by moving your joystick and press the FIRE button.
• Spectrum/Amstrad: Choose the event by moving your control keys and pressing the FIRE button. You will then be asked to enter your name and pick a sponsor.

OPTION 4: Practice One Event

No scores are kept during practice rounds.

• CBM 64—Choose the event by typing the corresponding numbered key or moving your joystick by pressing the FIRE button.
• Spectrum/Amstrad—Choose the event by moving your control keys and pressing the FIRE button.

OPTION 5: View High Scores

• Display the highest score recorded in all events, with the name of the player who achieved each record.
• Press the FIRE button to return to the menu.

OPTION 6: View Title Screen CBM 64 ONLY

• Displays the title screen and credits.
• Press the FIRE button to return to the menu.

OPTION 6: Define Controls Spectrum/Amstrad ONLY.

A new options menu will appear (selected by UP or DOWN or FIRE)

OPTION I) Define set one

This allows you to select your first set of keys in this order:
FIRE, UP, DOWN, RIGHT, LEFT
After you have finished redefining the keys it will return to the main menu.

OPTION 2.) Define set two

This allows you to select your second set of keys in this order:
FIRE, UP, DOWN, RIGHT, LEFT
After you have finished redefining the keys it will return to the main menu.

OPTION 3) Define both sets

This allows you to select keys for both sets.

OPTION 4) Default both sets

This is preset keys
Set 1 UP = Q, DOWN = A, LEFT = O, RIGHT = P, FIRE = SPACE
Set 2 Sinclair control

OPTION 5) Main Menu

Returns you to the main menu.

OPTION 7: Load/Save Records New Options Menu

7:1 Save high scores Allows you to save high scores to tape
7:2 Load high score Allows you to load high score from tape
7:3 Main Menu

Returns to main menu

The Games

Half Pipe Skateboarding

OBJECT:

The object of the half-pipe event is to ride the board back and forth on the ramp, performing stunts with proper timing and execution.

• Press the FIRE BUTTON to launch your board and start the event.
• To gain speed, move the joystick UP when the skater is going up the side of the

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ramp, then move the stick DOWN when the skater is going down.

• To perform a stunt, move the joystick as shown in the diagram. Pay attention to timing, because you'll fall if you move the stick too soon, too late, or if you hold it too long. After three falls, the event is over.

Tap joystick Right to start Aerial Turn
Tap joystick Left to start Aerial Turn
Press the FIRE BUTTON to start Hand Plant
Press the FIRE BUTTON to start HandPlant
Tap stick Right to start Kick Turn
Tap stick Left to start Kick Turn

• To start a kick turn, move the joystick as indicated on the diagram above. Earn maximum points by waiting until the last moment to start the turn, and holding the joystick until the moment before you'd wipe out.

• To start an aerial turn, tap the joystick in the direction indicated above. To perform this move successfully, you must be in the air off the edge of the ramp before tapping the joystick.

• To perform a hand plant, press and hold the FIRE BUTTON just as you reach the top of the ramp. The skater plants his hands and flip the board over his head. Wait to release the button until the board arcs over and returns to the ramp. Earn maximum points for pressing the button at the last moment, and releasing it at the last moment.

SCORING:

You score points for each stunt completed successfully. Your score increases with the amount of risk you take. For example, if you hold a turn until the last moment, you get more points than if you pull out early when it's safer. Some stunts are more difficult and earn higher scores than others.

Stunt	Minimum	Maximum
KickTurns	100	300
HandPlants	400	700
Aerial Turns	400	999

Foot Bag

OBJECT:

Hacking the sack with your feet, knees and head, you must try to make as many kicks as you can before time runs out. And remember, you get extra points for every stunt you perform.

• Press the FIRE BUTTON to kick the bag into the air and start the event.
• As the bag falls back toward the ground, press the FIRE BUTTON to kick again just before the bag reaches your foot.
• To perform a head butt, press the FIRE BUTTON just before the bag drops below the level of your head.
• Move the joystick as indicated in the diagram to control other movements.

Jump
Move Left
Move Right
Turn Around (About face)

• Several types of kicks are possible, including inside kicks, outside kicks, jumping reverse kicks, knee kicks and back kicks.
• To perform different types of kicks, move to new positions underneath the bag while it's in the air. For example, move to the right so the bagwill drop next to you (but not too far). Now press the FIRE BUTTON when the bag approaches and you'll perform an outside kick.
• Other kicks are performed by positioning yourself in different ways. Discover the ways to perform all the kicks by trying different movements during practice.

SCORING:

You earn points for each stunt or kick performed successfully. More difficult stunts, like turning around while the bag is in the air, earn higher scores. You lose time if you drop the bag or kick it off the screen. You also earn points for consecutive kicks completed without allowing the bag to touch the ground. Earn bonus for catching the sack when thrown from offscreen. Here are some stunts to try by combining different kicks and moves:

Any Kick: (10 pts.)
Half Axle: (250 pts.) Any two kicks with a half spin in between.
Full Axle: (500 pts.) Any two kicks with a full spin in between.
Horseshoe: (500 pts.) Left back kick + right back kick.
Jester: (2000 pts.) Left jumping kick or right jumping kick.
Double arch: (2500 pts.) Left outside kick + right outside kick + left outside kick.
Dodz: (5000 pts.) Left outside kick + head butt + right outside kick.
Off Screen Catch: (1500 pts.)

Surfing

OBJECT:

Competition surfing is a game of staying near the curl of the wave and manoeuvring your board smoothly at high speeds. Ride the face of the wave, moving back and forth, in and out of the tube. "Use" as much of the wave as you can before your ride comes to an end.

• Press the FIRE BUTTON to catch a wave and start the event.
• Hold the joystick LEFT to avoid wiping out at the beginning of your ride.
• To steer the board to the surfer's left, move the joystick LEFT.
• To steer the board to the surfer's right, move the joystick RIGHT.
• Hold the FIRE BUTTON down to make sharper turns. Note that sharp turns slow you down.
• If you go too close to the bottom of the wave, you'll either wipe out or end your ride by leaving the wave.
• To end your ride cleanly, go over the top of the wave.
• If you go over the top of the wave and turn your board around in the air, you can catch the wave again (but you'll wipe out if you come back down at a bad angle).
• You'll get 1:30 minutes for the event or 4 wipeouts. You earn more points for longer rides, so try to ride each wave as long as you possibly can.

SCORING:

You're scored for the length of your ride, the number of turns you make and your speed each time you turn. You also earn high points from the judges for riding in the tube (manoeuvring around the curl of the wave), and riding near the break. "Catching air" scores extra points: ride up to the top of the wave until the end of your board clears the crest, then turn and continue your ride.

Roller Skating

OBJECT:

The object in roller skating is to avoid the obstacles and cover the course in the best possible time, with as many stunts as you can perform during the event.

• Press the FIRE BUTTON to start the event.
• To begin skating, roll the joystick to the UP position. Then roll the joystick to the DOWN position. Continue rolling between these two positions to gain speed.
• Move the joystick as shown in the diagram to perform other skating moves.

Counter Clockwise Spin (360°)
Left Foot Forward Thrust
Coast
Clockwise Spin (360°)
Right Foot Forward Thrust

• To squat, press and hold the FIRE BUTTON.
• To jump, release the FIRE BUTTON.
• Try to avoid all the obstacles. You're allowed three falls. On the third fall you are disqualified and your race is over.

SCORING:

Score points for each obstacle you avoid. Earn double points for jumping over obstacles.

Earn the highest scores for 360's while jumping obstacles.
Avoiding Obstacles: 10-30 points
Jumping Over Obstacles: 0-60 points
Spinning dump Over Obstacles: 40-120 points

BMX Bike Racing

OBJECT:

The object is to cover the course in the fastest possible time, performing stunts and avoiding or jumping over obstacles. The fastest dare-devil rider will win the event.

• Move the joystick RIGHT to start the event.
• Move the joystick UP to steer left.
• Move the joystick DOWN to steer right.
• Move the joystick RIGHT repeatedly to increase your speed.
• Press the FIRE BUTTON to jump.
• Hold the joystick UP to do a wheelie.
• To begin a jump, move the joystick LEFT as you ride onto a hill or ramp.
• When you're in the air, use the joystick to perform stunts:
    - Move the stick UP to do a table top. Hold the stick as long as possible then release the joystick to put the bike down.
    - Move the stick DOWN to do a 360-degree turn.
    - Move the stick LEFT to do a backward flip.
    - Move the stick RIGHT to do a forward flip.

• Timing is important to perform stunts and jumps. You must time the Btart and finish of each move to complete it successfully. If you're not back in a "centered" position by the time you land or complete your stunt, you'll crash.

• You're allowed one "serious" fall or three "easy" falls before you're out of the race. If you flip and fall on your head, it's a serious fall.

• At the end of the course, press the FIRE BUTTON to stop. You earn bonus points for stopping on the finishing line.

SCORING:

Try to complete the course within the 2:00 minute time limit. The faster your time, the higher your score will be. You also get points for each stunt, with bonus points for holding stunts as long as possible. Here's a table of the minimum and maximum points awarded for each stunt:

Stunt	Minimum	Maximum
Wheelie	100	200
Jump	200	400
Table Top	500	1000
360Turn	1000	2000
Backward Flip	1500	3000
Forward Flip	3000	6000

Flying Disk

OBJECT:

The object of the Flying Disk is to throw accurately to the catcher at the other end of the field. Score extra points for difficult catches.

• Press the FIRE BUTTON to start the event.
• You get three attempts to throw and catch the disk.
• Try to throw the disk far enough to reach the catcher standing at the other end of the field.
• Use the bar at the bottom of the screen to make your throw. The bar has three colours: red, yellow and green. Use the green area for the most powerful throw.
• Tap the FIRE BUTTON to start swinging your arm back. When the needle reaches the green section of the bar, tap the stick RIGHT. When the needle reaches the green section on the right side of the bar, tap the stick LEFT again to release the disk.
• The display at the top of the screen helps you move the catcher to intercept the disk after it has been thrown.
• As the disk flies across the field, move the joystick LEFT or RIGHT to run toward the point where you think the disk will land.
• To catch the disk, you must meet it with your hands. Note that your hands are extended only when you're running or diving.
• To attempt an overhead standing catch, hold the joystick UP to reach up for the disk.
• To dive after the disk, press the FIRE BUTTON.

SCORING:

Points are awarded for the throw and the catch. For the throw, score points with the accuracy and height of the toss. The fewer steps the catcher has to run to meet the disk, the more points are awarded for the throw. Points are scored for catching the disk as follows:

-150 pts. for a catch while running right.
-250 pts. for a catch while running left.
-250 pts. for a catch while diving right.
-350 pts. for a catch while diving left.
-350 pts. for a catch over your head.

California Games™

Deutsch

CBM 64/128 KASSETTE:

Drücken Sie die SHIFT-Taste und die RUN/STOP-Taste gleichzeitig und drücken Sie die PLAY-Taste auf dem Kassettenrecorder. Die Kassette hat drei Spiele auf Seite 1 und weitere drei Spiele auf Seite 2. Die Dateien der Kassette sind indexsequentielle Dateien. Sollten Sie ein bestimmtes Spiel laden und spielen, das vor dem Punkt abgespeichert ist, zurückspulen, bevor Sie laden können. Beispiel: Haben Sie das Spiel Fußballgolieren geladen, und Sie wollen das Spiel Skateboard spielen, so müssen Sie die Kassette zu einem Punkt auf dem Band zurückspulen, der vor dem Skateboard-Programmblock ist, um den erforderlichen Schlüssel am Anfang des Blocks mitzuladen. Die Reihenfolge der Wettkämpfe ist in dem Optionsmenü gespeichert. Um die Position der Kassette festzustellen ist es hilfreich, wenn Sie das Bandzähl Werk zuerst auf Null stellen, nachdem Sie das Hauptmenü geladen haben und Sie sich dann die angezeigte Zahl auf dem Zahlwerk nach jedem einzelnen Spiel aufschreiben.

Nachdem Sie das dritte Spiel vollständig geladen haben, drehen Sie die Kassette um auf Seite 2, spulen zurück und drücken die PLAY-Taste auf dem Kassettenrecorder.

Um ein bestimmtes Spiel abzubrechen, egal Wettkämpf oder Training, drücken Sie die RUN/STOP-Taste und die RESTORE-Taste. Das Menü wird automatisch von der Kassette wieder aufgeladen.

ATARI ST:

Die Disketten einschieben und den computer anschalten. Joystick - steuerung empfohlen.

CBM AMIGA:

Den computer anschalten und die Spieldiskette einführen. Das Spiel lädt sich dann und läuft automatisch.

IBM PC:

Diskette mit oben liegendem Etikett in Laufwerk A einlegen. Nachdem "A:" auf dem Bildschirm erscheint, CAL GAMES eintasten und Taste ENTER drücken.

Bedienungsorgane:
Die Tastatur wie folgt zum Emulieren eines Steuerknüppels benutzen:

```
        TASTATUR            STEUERKNÜPPEL

         7 8 9
         4 5 6      =
         1 2 3
```

ZWISCHENRAUMTASTE UND Taste 0 = FEUERKNOPF
Taste CTRL-S = Ton ein - und ausschalten